Ile Interdite

BufferedImage dryImage,

+ void draw(Graphics g)

+ void setSubmerged(){

setViewArtefact(ViewArteFact

+ void setDry(){

+ void

arteFact)

+ void setFlooded(){

BufferedImage floodedImage,

ViewArteFact viewArteFact)

dimension)

+ void setDimension(int width, int

height){ this.dimension = new

Dimension(width, height);

+ BufferedImage getImage()

image)

+ double getVeIX()

+ void setVelX(double velX)

+ double getVelY()
+ void setVelY(double velY)

+ void setImage(BufferedImage

